

VME BPM - Bug #10026

Program exception in bpmShowSlowBuffer shell-command

09/03/2015 10:21 AM - John Diamond

Status:	Closed	Start date:	09/03/2015
Priority:	Normal	Due date:	
Assignee:	John Diamond	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	2.00 hours
Description			
sbpmt9:vmebpm> bpmShowSlowBuffer head = 142; tail = 142 23688c vxTaskEntry +68 : shell () 1f3140 shell +190: 1f316c () 1f336c shell +3bc: execute () 1f34f0 execute +d8 : yyparse () 208468 yyparse +71c: 206800 () 206984 yystart +96c: bpmShowSlowBuffer () ebb4f44 bpmShowSlowBuffer+164: VMEBPM::Controller::showSlowBuffer(void) () ebbe5d4 VMEBPM::Controller::showSlowBuffer(void)+d8 : ebc1a3c () ebc1be4 VMEBPM::Controller::tbScan(void)+28c4: 14 () program Exception current instruction address: 0x00000014 Machine Status Register: 0x0008b030 Condition Register: 0x40004044 shell restarted. sbpmt9:vmebpm>			

History

#1 - 09/03/2015 11:16 AM - John Diamond

Two things that looked like they were causing some problems with the slow data buffer:

1. When we switched from using the \$39 to the \$20 for the "prepare for beam" trigger we did not expand the slow data buffer to accomodate the longer acquisition period. Changed this from 4 seconds to 6.
2. The slow data buffer has a MAX_BPMS constant that was set to 4. Changed this to 16.

Troy was also reporting that data from one BPM was showing up in the buffer of another. Going to investigate if that was related to these bugs.

#2 - 09/03/2015 11:34 AM - John Diamond

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

#3 - 09/04/2015 12:40 PM - John Diamond

- Status changed from Resolved to Closed